



Georgia Performance Standards for:
THE NIGHTINGALE
GRADE 1

All three areas of programming at the Center for Puppetry Arts - performance, puppet making workshops and museum - meet Georgia Performance Standards (GPS). Listed below are Grade 1 Georgia Performance Standards met in English Language Arts & Reading and Fine Arts for all three programming areas. Access a complete list of Georgia Performance Standards at <http://www.georgiastandards.org/>.

I. PERFORMANCE

Here are some of the Grade 1 Georgia Performance Standards that can be met in English Language Arts & Reading, and Fine Arts when your students attend a 60-minute performance of *The Nightingale* by Figures of Speech Theatre of Freeport, Maine:

ENGLISH LANGUAGE ARTS & READING
VOCABULARY

ELA1R5 The student acquires and uses grade-level words to communicate effectively. The student
a. Reads and listens to a variety of texts and uses new words in oral and written language.

ENGLISH LANGUAGE ARTS & READING
COMPREHENSION

ELA1R6 The student uses a variety of strategies to understand and gain meaning from grade-level text. The student
a. Reads and listens to a variety of texts for information and pleasure.
e. Distinguishes fact from fiction in a text.
f. Makes connections between texts and/or personal experiences.

FINE ARTS
THEATRE ARTS

TAES1.1 Analyzing and constructing meaning from theatrical experiences, dramatic literature, and electronic media (post-show discussion of puppet play)
a. Uses basic theatre vocabulary to discuss theatre experiences.
b. Discusses how dramatic elements such as character, setting, plot, problem, and resolution. in theatre experiences are like, and unlike, real life.
c. Identifies big ideas and themes in a story or theatre experience.
d. Infers character thoughts and feelings through their actions and words.

TAES1.8 Examining the roles of theatre as a reflection of past and present civilization (post-show discussion of puppet play)
a. Describes theatre experiences in the community.

TAES1.9 Exploring the relevance of theatres to careers (post-show discussion of puppet play)

- a. Discusses the roles of actors and directors in the business of the theatre.

TAES1.10 Engaging actively and appropriately as an audience member in theatre or other media experiences (pre-show discussion before field trip)

- a. Describes the roles and responsibilities of the audience.
- b. Demonstrates theatre etiquette.

II. PUPPET MAKING WORKSHOPS

Here are some of the Grade 1 Georgia Performance Standards met in Fine Arts when your students participate in a one-hour Create-A-Puppet Workshop to construct their very own *Nightingale Rod-and-String Puppet*:

FINE ARTS

VISUAL ARTS

PRODUCTION

VA1PR.1 Creates artworks based on personal experience and selected items

- a. Creates artworks to express individual ideas, thoughts, and feelings from memory, imagination, and observation.
- b. Creates artworks emphasizing one or more elements of art (e.g., color, line, shape, space, form, texture).
- c. Creates artworks that attempt to fill the space of art composition.
- d. Makes choices in developing art compositions.
- e. Combines materials in new and inventive ways to make a finished work of art.

VA1PR.3 Understands and applies media, techniques, and processes of three-dimensional works of art (ceramics, sculpture, crafts, and mixed media) using tools and materials in a safe and appropriate manner to develop skills

- d. Creates 3-dimensional composition using traditional and/or contemporary craft materials and methods (e.g., paper sculpture, found object assemblage, jewelry).

VISUAL ARTS

CONNECTIONS

VA1C.1 Applies information from other disciplines to enhance the understanding and production of artworks

- a. Explores universal concepts (e.g., pattern, balance) and creates artworks inspired by ideas from literature, science, music, and/or math.
- b. Creates works of art inspired by universal themes (e.g., self, family, community, world).

VA1C.2 Develops life skills through the study and production of art

- a. Understands learning goals for artwork and evaluates when goals are met.
- b. Adapts to change.

III. MUSEUM

Here are some of the Grade 1 Georgia Performance Standards that can be met in Fine Arts when your students tour our Special Exhibit Gallery and global puppetry museum featuring the Center's permanent collection: *PUPPETS: The Power of Wonder*:

FINE ARTS

VISUAL ARTS

MEANING AND CREATIVE THINKING

VA1MC.3 Selects and uses subject matter, symbols, and ideas to communicate meaning

- a. Describes subjects in art works such as animals, people, places, and things.
- b. Examines common subjects and themes in selected artworks from own and other cultures, such as the world of play, foods, costumes, celebrations, communities, and nature.
- c. Understands that symbols and the qualities found in the elements of art (e.g., shapes and colors) can convey different kinds of meaning.
- d. Looks at objects and thinks about ideas in relationship to one another and observes relationships in works of art.

VISUAL ARTS

CONTEXTUAL UNDERSTANDING

VA1CU.1 Identifies artists as creative thinkers who make art and share ideas

- a. Recognizes ways that artists are involved in communities (e.g. architects, painters, photographers, interior designers, educators, museum docents).
- b. Recognizes and associates selected artists with their individual works.

VISUAL ARTS

ASSESSMENT AND REFLECTION

VA1AR.1 Identifies artists as creative thinkers who make art and share ideas

- a. Shows an interest in art.
- b. Demonstrates a respect for art forms and art objects.
- c. Expresses feelings in response to examining artworks.
- d. Identifies and compares specific elements and principles of art and these contribute to communicating specific feelings.
- e. Uses art terminology with emphasis on the elements of art: line, shape, form, color, space, texture.

VA1AR.2 Uses a variety of approaches to understand and critique works of art

- a. Examines two artworks identifying similarities and differences.
- b. Expresses and explains preference for one of two or three artworks.